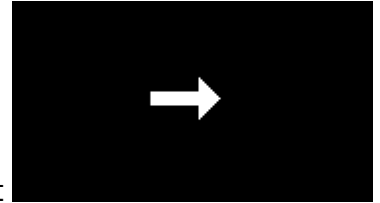



# Shader Examples

 Shader on an Object  Shader on a Sprite Sheet  Flashing an Object White (shader and track) 



Flashing an Object White (shader with params)  Sine effect on an Object  
See Shader Tutorials

From:

<https://www.orx-project.org/wiki/> - **Orx Learning**

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